

DÆMONS

The concept behind these dæmons is that they come from a realm outside of space and time (astral plane, the Outer Dark, the Void, primordial chaos, ...) and lack any true physical form. When encountered, it's either through astral travel to their native realm, or they are possessing a physical body in the material world. A short duration summoning spell can create a temporary magical body that mirrors the dæmons astral form, but these immediately dissolve when the spell ends or the dæmon is slain (and returns to it's realm).

BY YORA

DÆMONS (ASTRAL FORMS)

WRATH DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (2d8)

Alignment: Chaotic Evil

Size: M

Movement: 40

Dexterity: 9

Intelligence: Low (5-7)

Armour Class: 4 (16)

Hit Dice: 4+4

No. of Attacks: 2 (claw/claw)

Damage: 1d8/1d8

Saving Throw: 15

Morale: 11

Experience Points: 375

Treasure Class: -



Wrath dæmons often appear as brutish, 2 meter tall humanoids with reptilian or insectoid features. They are single mindedly obsessed with destruction and are almost impossible to stop once unleashed. They have almost no regard for tactics or even their own survival and rarely hesitate to attack even the strongest opponent, as their spirits will simply reform with time to let them rejoin the carnage.

Special

** Can see perfectly in total darkness, even in the area of a darkness spell.*

** Hit only by silver or magical weapons.*

** 3-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

** Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

** Wrath dæmons deal double damage when striking against structures and objects.*

HUNGER DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d12)

Alignment: Chaotic Evil

Size: M

Movement: 60

Dexterity: 11

Intelligence: Average (8-10)

Armour Class: 2 (18)

Hit Dice: 5+5

No. of Attacks: 3 (claw/claw/bite)

Damage: 1d6/1d6/1d12

Saving Throw: 14

Morale: 9

Experience Points: 660

Treasure Class: I, Q (within it's stomach)



Hunger dæmons resemble large badgers or boars, often covered in black or dark purple hide with huge fangs and powerful claws. Unlike wrath dæmons, their carnage has a goal, as hunger dæmons delight in devouring and consuming anything they consider prey. Hunger dæmons are intelligent enough to not simply attack and destroy everything in sight and when possessing a physical body in the material world they take some steps to avoid its destruction. The exist to consume, a thirst that the material world can satisfy much more than the immaterial realm of dæmons. Most hunger dæmons in the material simply desire to eat, often focusing on rare and unusual prey, ignoring anything else. Sometimes they become obsessed with more unusual things to consume, like cheese, roses, or even books. If promised a rare treat, hunger dæmons will gladly provide their tracking skills (but there is always some risk that they will simply devour their target once they find it.)

Special

** Can see perfectly in total darkness, even in the area of a darkness spell.*

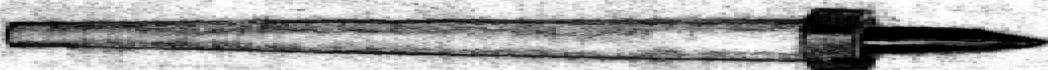
** Hit only by silver or magical weapons.*

** 4-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

** Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

** Track: A base 8-in-12 chance of finding, identifying, and following fresh tracks. If the tracks are not recent, or have faded due to weather or other circumstances, the chance might be reduced to 6-in-12 or worse.*

** If a hunger dæmon hit with its bite and at least one claw attacks, it automatically rends for 2d8 hp damage.*



GREED DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d10)

Alignment: Chaotic Evil

Size: M

Movement: 40

Dexterity: 14

Intelligence: Very (11-12)

Armour Class: 0 (20)

Hit Dice: 6+6

No. of Attacks: 2 (claw/claw)

Damage: 1d8/1d8

Saving Throw: 14

Morale: 6

Experience Points: 1,050

Treasure Class: I; B, H



Greed dæmons are long-limbed humanoids that can easily be mistaken as humans at a distance in poor light, but their hands and faces are always clearly unnatural. Unlike hunger dæmons, greed dæmons do not desire to consume, but simply to hoard and possess. Often they become obsessed with objects that are highly valuable to mortals, like gold or magic items, but given the chaotic nature of dæmons it can also be something that is usually considered entirely worthless, as long as it's rare and hard to find. Greed dæmons make great thieves and assassins, and usually the promise of their chosen payment is all the incentive they need.

Special

** Can see perfectly in total darkness, even in the area of a darkness spell. * Hit only by silver or magical weapons.*

** 5-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

** Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

** Can cast the following spells at will (though only one at a time): invisibility, spider climb.*

** Greed dæmons can backstab an enemy just like a thief. The target must be unaware of the attack; this may be the result of hiding or moving silently. The attack is made at +4 "to hit". Claw damage is 1d8×3, any modifiers (strength, sorcery, etc.) are added afterwards.*

** A greed dæmon can hide and move silently, as the thief class abilities, at a 7:12 chance.*

** They surprise on a 4-in-6 chance against most opponents.*



DESIRE DÆMON CLASS 1 (UNDEAD TYPE 13)

No. Encountered: 1 (1d8)

Alignment: Chaotic Evil

Size: M

Movement: 40 (fly 60)

Dexterity: 16

Intelligence: High (13-14)

Armour Class: -2 (22)

Hit Dice: 7+7

No. of Attacks: 2 (claw/claw)

Damage: 1d6/1d6

Saving Throw: 13

Morale: 7

Experience Points: 1,720

Treasure Class: I; B, H, Q



Desire dæmons appear in humanoid shapes that often have some similarities to both snakes and birds. They are highly graceful creatures and have an impressive ability to read and manipulate mortal minds. Like greed dæmons, desire dæmons crave for riches and luxury, but unlike their lesser kin they are not merely satisfied by possessing things of great value, but desire to actually enjoy them to their fullest extent. Desire dæmons excessively indulge in all manners of luxury and material pleasures, but those who have been in the material world for longer times usually become a lot more sophisticated yet even more depraved by an equivalent measure. Unlike other dæmons, desire dæmons retain their ability to freely alter their appearance even when possessing a living humanoid body.

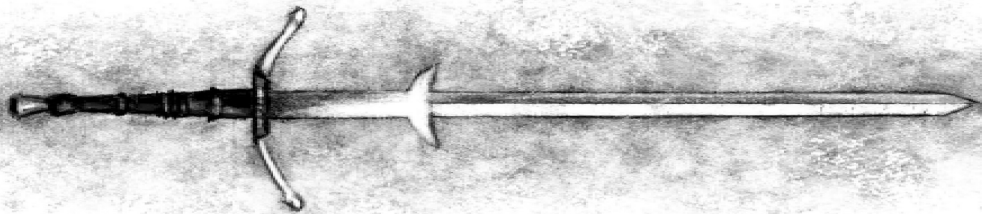
Special

* Can see perfectly in total darkness, even in the area of a darkness spell.

* Hit only by silver or magical weapons.

* 6-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.

* Can cast the following spells at will (though only one at a time): alter self, charm monster, darkness, invisibility, read thoughts, suggestion. The following spells can be cast three times per day: dominate monster, improved phantasm, hold monster.



SLOTH DÆMON CLASS 111 (UNDEAD TYPE 13)

No. Encountered: 1 (1d6)

Alignment: Chaotic Evil

Size: L

Movement: 40

Dexterity: 12

Intelligence: Exceptional (15-16)

Armour Class: -4 (24)

Hit Dice: 9+9

No. of Attacks: 3 (claw/claw/bite)

Damage: 1d10/1d10/2d6

Saving Throw: 12

Morale: 9

Experience Points: 2,800

Treasure Class: -



Sloth dæmons are massive beasts resembling a blend of features of bears, apes, and boars, covered in bristly dark and matted fur or spikes. Sloth dæmons speak rarely and move even less, but behind their sluggish appearance hides a sharp mind and incredible physical strength. Unlike desire dæmons, sloth dæmons have no interest in material things and their craving takes a much darker and depraved form. Sloth dæmons are driven by an intense drive to subvert and corrupt, delighting in manipulation and causing both chaos and grief. After desire dæmons, they are the most commonly found type of dæmons in the material world.

Special

* *Can see perfectly in total darkness, even in the area of a darkness spell.*

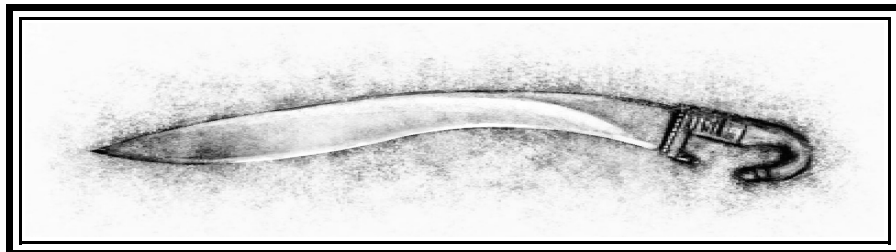
* *Hit only by magical weapons.*

* *10-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

* *Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

* *Can cast the following spells at will (though only one at a time): charm monster, darkness, dispel magic, hold monster, ray of enfeeblement, sleep, suggestion.*

* *Hits infect victim with horrible rotting disease, unless death (poison) save is made. This disease prevents the function of magical healing (spells, scrolls, and potions); furthermore any wounds suffered require ten times as long to heal naturally. This disease is deadly within 2d6 weeks; only cure disease can end the affliction.*



TYRANNY DÆMON CLASS IV (UNDEAD TYPE 13)

No. Encountered: 1 (1d4)

Alignment: Chaotic Evil

Size: L

Movement: 40

Dexterity: 13

Intelligence: Genius (17-18)

Armour Class: -6 (26)

Hit Dice: 11+11

No. of Attacks: 3 (claw/claw/tail)

Damage: 1d10/1d10/3d6

Saving Throw: 11

Morale: 10

Experience Points: 4,700

Treasure Class: I; H



Tyranny dæmons are not satisfied by toying with the minds and lives of lesser beings and luring them to their own doom. What they desire above everything else is to completely control and dominate their subjects and impose their will on other beings. Most tyranny dæmons appear as hybrids of large reptiles and massive insects like mantises, centipedes, or scorpions, covered in dark blue and purple carapaces and scales.

Special

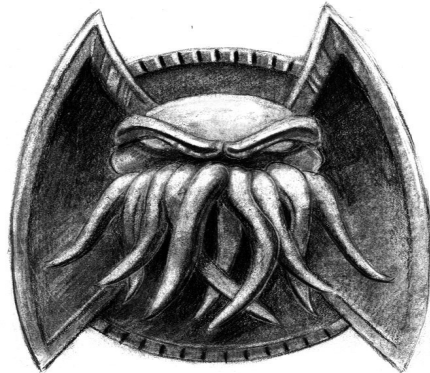
* *Can see perfectly in total darkness, even in the area of a darkness spell.*

* *Hit only by magical weapons.*

* *10-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

* *Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

* *Can cast the following spells at will (though only one at a time): charm monster, fear, read thoughts, suggestion. The following spells can be cast three times per day: dispel magic, dominate, hold monster, summon monster III.*



PRIDE DÆMON CLASS VI (UNDEAD TYPE 13)

No. Encountered: 1 (1d3)

Alignment: Chaotic Evil

Size: H

Movement: 40 (fly 80)

Dexterity: 13

Intelligence: Superior (19-20)

Armour Class: -8 (28)

Hit Dice: 14+14

No. of Attacks: 3 (claw/claw/bite)

Damage: 1d12/1d12 /2d8

Saving Throw: 10

Morale: 12

Experience Points: 6,250

Treasure Class: I; B, H, Z



The greatest of all dæmons are the pride dæmons that exceed even the powerful and terrible tyranny dæmons. They come in many forms, but usually appear as massive horned humanoids covered in scales with huge claws and wings. Tyranny dæmons demand to be obeyed without question or hesitation, but for pride dæmons the only acceptable form of submission is worship. As they see themselves, they are true gods and the greatest beings in existence. While extremely powerful creatures in their own right, they usually rely on lesser beings to do the dirty work and are content to sit back as they summon hordes of lesser dæmons and raise the corpses of the dead as their twisted version of bringing new beings into existence. Only when their minions are clearly outmatched do they enter the battle themselves and the thought that they might be bested is just entirely inconceivable to them.

Special

* *Can see perfectly in total darkness, even in the area of a darkness spell.*

* *Hit only by magical weapons.*

* *12-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

* *Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

* *Can cast the following spells at will (though only one at a time): animate dead, charm monster, darkness, dispel magic, fear, fireball, lightning bolt, read thoughts, suggestion, summon monster IV. The following spells can be cast three times per day: dominate, hold monster.*



DÆMONS (POSSESSION FORMS)

DREAD WARRIOR DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (2d6)

Alignment: Chaotic Evil

Size: M

Movement: 30

Dexterity: 7

Intelligence: Semi (2-4)

Armour Class: 4 (16)

Hit Dice: 2+2

No. of Attacks: 2 (claw/claw) or 1 (weapon)

Damage: 1d4/1d4 (or per weapon +1)

Saving Throw: 16

Morale: 12

Experience Points: 41

Treasure Class: -

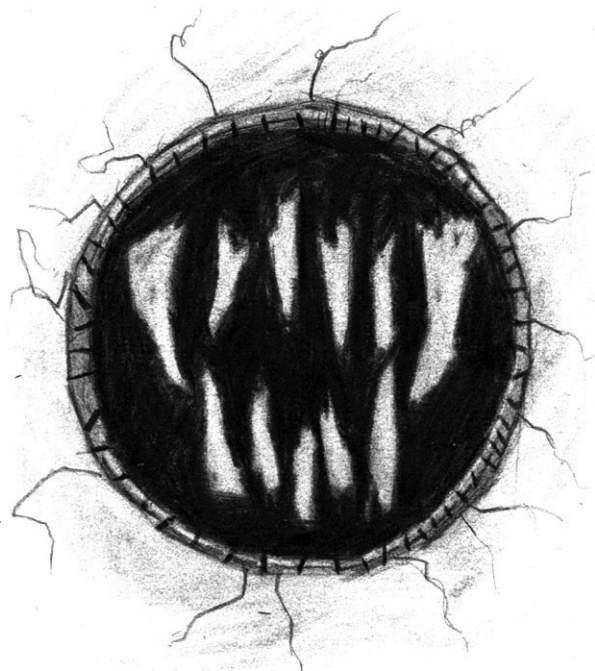


Dread Warriors are the most basic type of dæmons encountered in the world of mortals. A dread warrior is a recently slain corpse that has become possessed by a wrath or hunger dæmons and resembles a zombie or wight in appearance, except for the slight dæmonic glow in their eyes. Sometimes large animals like wolves, boars, pumas, or vultures also get possessed. These have the same stats but instead have the attacks and damage of the living creature.

Special

* Can see perfectly in total darkness, even in the area of a darkness spell.

* Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.



IRON DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d10)

Alignment: Chaotic Evil

Size: M

Movement: 30

Dexterity: 9

Intelligence: Low (5-7)

Armour Class: 2 (18)

Hit Dice: 3+3

No. of Attacks: 3/2 (weapon)

Damage: (per weapon +2)

Saving Throw: 15

Morale: 11

Experience Points: 105

Treasure Class: -



Iron dæmons are more powerful than dread warriors, being created from the remains of armour worn by fallen warriors and possessed by wrath, hunger, or greed dæmons.

Special

* *Can see perfectly in total darkness, even in the area of a darkness spell.*

* *Hit only by magical weapons.*

* *Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*



ICE DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d8)

Alignment: Chaotic Evil

Size: M

Movement: 30

Dexterity: 8

Intelligence: Very (11-12)

Armour Class: 0 (20)

Hit Dice: 4+4

No. of Attacks: 2 (slam/slam)

Damage: 1d10/1d10

Saving Throw: 15

Morale: 9

Experience Points: 350

Treasure Class: D



An ice dæmon is made from corrupted elemental ice and possessed by a hunger or greed dæmon. They usually have a roughly humanoid shape made entirely from ice, but other forms are also possible. In conditions of low lighting a slight cold blue glow can be seen at the core of their bodies.

Special

* Can see perfectly in total darkness, even in the area of a darkness spell, and also never suffer any penalties to sight because of snow or fog.

* Hit only by silver or magical weapons.

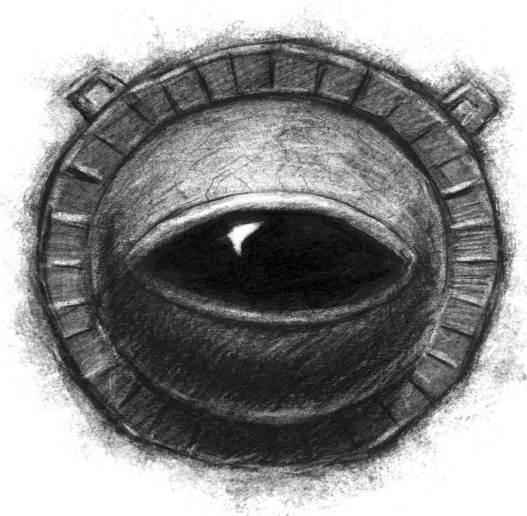
* 2-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.

* Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.

* Ice dæmons can walk on any icy surfaces like under the effect of the spider climb spell.

* Once every 1d4 rounds, an ice dæmon can cast a cone of cold spell.

* Ice dæmons automatically extinguish any non-magical fires they come into contact with.



SHADOW DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d6)

Alignment: Chaotic Evil

Size: M

Movement: 60 (fly 60)

Dexterity: 17

Intelligence: High (13-14)

Armour Class: -1 (21)

Hit Dice: 5+5

No. of Attacks: 2 (claw/claw)

Damage: 1d8/1d8

Saving Throw: 14

Morale: 8

Experience Points: 740

Treasure Class: C



Shadow dæmons can come into existence in places that have been highly corrupted by dæmonic magic and are constantly cloaked in total darkness. They are usually possessed by greed or desire dæmons, but occasionally even sloth dæmons.

Special

* Can see perfectly in total darkness, even in the area of a darkness spell.

* Hit only by silver or magical weapons.

* 4-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.

* Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.

* Can cast the following spells at will (though only one at a time): charm monster, darkness, suggestion.

* A shadow dæmon can hide, as the thief class abilities, at a 10:12 chance. It can always be perfectly silent even when it moves.

* Powerless in direct sunlight.

* They surprise on a 3-in-6 chance, which increased to 5-in-6 in dark environments.



ASH DÆMON (UNDEAD TYPE 13)

No. Encountered: 1 (1d4)

Alignment: Chaotic Evil

Size: L

Movement: 0 (fly 40)

Dexterity: 15

Intelligence: High (13-14)

Armour Class: -2 (22)

Hit Dice: 6+6

No. of Attacks: 2 (claw/claw)

Damage: 2d6/2d6

Saving Throw: 14

Morale: 10

Experience Points: 1,290

Treasure Class: D



An ash dæmon is a desire or tyranny dæmon possessing corrupted elemental fire and ash. It appears like a semi-solid four-limbed creature made from glowing coals and sheathed in thick clouds of smoke and ash.

Special

** Can see perfectly in total darkness, even in the area of a darkness spell.*

** Hit only by silver or magical weapons.*

** 5-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.*

** Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.*

** Can cast the following spells at will (though only one at a time): burning hands, wraith-form.*

** Fire attacks heal an ash dæmon instead of damaging it, albeit at 50% effectiveness.*

** The claws of an ash dæmon are searing hot. Against creatures with any form of fire resistance they deal only 1d8 points of damage.*



TAR DÆMON CLASS 1 (UNDEAD TYPE 13)

No. Encountered: 1 (1d3)

Alignment: Chaotic Evil

Size: L

Movement: 30 (swim 20)

Dexterity: 11

Intelligence: Exceptional (16-17)

Armour Class: -3 (23)

Hit Dice: 7+7

No. of Attacks: 2 (slam/slam)

Damage: 1d10/1d10

Saving Throw: 13

Morale: 9

Experience Points: 1,720

Treasure Class: -



Tar dæmons are masses of black or dark green ooze most often possessed by sloth dæmons, but in rare cases by tyranny dæmons as well.

Special

* Can see perfectly in total darkness, even in the area of a darkness spell.

* Hit only by silver or magical weapons.

* 6-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.

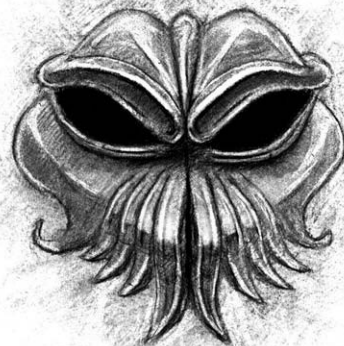
* Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.

* Can cast the following spells at will (though only one at a time): fear, hold monster.

* Tar dæmons can squeeze through the tiniest cracks. Squeezing through a space 1 inch high and 1 foot wide takes a whole round. Halving any of these dimensions doubles the required time. (i.e. it would take eight rounds to squeeze through a crack one half inch high and one quarter foot wide.)

* Any living creature hit by a tar dæmon must make death (poison) save or become numb-skinned after 1d6 rounds; face muscles also fail to work, and speech is garbled. Paralysis takes effect 1d4 turns later and lasts 1d6+6 turns.

* They surprise on a 4-in-6 chance in natural environments or when submerged in water.



ROCK DÆMON CLASS 11 (UNDEAD TYPE 13)

No. Encountered: 1 (1d3)

Alignment: Chaotic Evil

Size: H

Movement: 40

Dexterity: 9

Intelligence: Exceptional (16-17)

Armour Class: -4 (24)

Hit Dice: 9+9

No. of Attacks: 2 (slam/slam)

Damage: 1d12/1d12

Saving Throw: 12

Morale: 11

Experience Points: 2,050

Treasure Class: -



Rock dæmons are towering brutes of massive size made from large chunks of corrupted earth and rock with a dæmonic fire burning inside them. Among the most powerful forms of dæmonic possession, rock dæmons are possessed only by sloth, tyranny, or pride dæmons.

Special

* Can see perfectly in total darkness, even in the area of a darkness spell.

* Hit only by silver or magical weapons.

* 8-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one.

* Acid, cold, fire, and gas attacks inflict 1/2 damage, or 1/4 damage if save is made.

* Can cast the following spells at will (though only one at a time): dispel magic, hold monster, shape stone, spider climb.

